SID MEIER'S
CIVILIZATION II

TECHNICAL SUPPLEMENT

REQUIREMENTS

For *Civilization II* to work, there are a few things your computer *must* have:

- The processor must be a 486 or better, and the system speed should be at least 50 MHz (megahertz). We recommend at least a 66 MHz system speed for best results.

- You must have a CD-ROM drive running with MSCDEX (the Microsoft CD-ROM Extension) version 2.2 or newer.

- You must have *either* Windows 95 *or* a version of DOS numbered 5.0 or higher *and* Microsoft Windows version 3.1 or higher. Almost all new computers include one or the other in the standard software package.

- There must be at least 8 Mb of RAM installed in your computer.

- Since the installation program will copy parts of *Civilization II* onto your hard disk, you must have sufficient empty storage space on your hard drive. If you're using DOS, when the flashing cursor on the screen is right next to "**C:**" (what's called the **C** prompt), type **chkdsk** and press Enter. One of the last things listed will be how much hard drive space you have free. If you're using Windows 95, double-click on the "My Computer" icon and set the view to "Details." The amount of space you have free is included in the detailed listing for your hard drive.

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MADE IN THE UK

Important Note: *With the advent of larger hard disks, a peculiar problem has arisen. Different sizes of hard disks have different sized "clusters" (the smallest unit of file space that the drive can read and write). Without getting into too much technical detail, the result is this: The larger your hard disk, the more space each file takes up. To prevent misunderstandings, we've prepared the following chart of necessary free space (in megabytes) vs. hard disk size for **Civilization II**:*

DISK SIZE:	0-128 MB	128-256 MB	256-512 MB	512 MB-1 GB	1-2 GB	2-4 GB
Required	11	12	12	13	15	18
Recommended	27	27	28	29	31	37
Full	39	40	41	42	46	55

- The graphics must be SVGA quality or better, capable of at least 256 colour, 640 x 480 mode.

- You must have a mouse attached to the computer. The mouse driver must be MS-Mouse or something fully compatible with this.

   If you think you have all of these, but still have a problem running the game, please contact MicroProse Customer Support for assistance.

INSTALLING

Before you can play **Civilization II,** the installation program must copy some files onto your hard disk. To have it do so, follow these instructions:

- Turn on your computer. The Microsoft CD-ROM Extension should load when the computer starts up. (If you have problems installing, this extension might not be loaded. Check your computer manuals for instructions on making it load itself.)

- Open the CD-ROM drive, place the **Civilization II** CD in there, and close the drive.

- If you're using Windows 3.1, type **win** to start Windows (if it's not already running).

- Double-click on the File Manager (in 3.1x) or My Computer (in 95) icon.

- In the window that opens, double-click on the listing for your CD-ROM drive (normally 'D').

- Finally, double-click on the file **setup.exe**. That runs the installation program.

- Choose the directory into which you want the game installed. The default directory is **c:\mps\civ2**.

- You have the option of doing a **Full** installation or a **Custom** one. If your hard drive space is limited, **Custom** allows you to decide what you want installed and leave nonessential files on the CD-ROM. Note that the game will not function unless you install the **Required** files, and there will be no sound effects unless you install the **Recommended** files.

- Once you've made your choices, the installation program copies the files you requested to your hard drive from the CD-ROM, then creates the *Civilization II* program group and icons. Windows 95 users have the option of adding *Civilization II* to their Start Menu.

- Next, the installation program installs two pieces of utility software that are necessary for the game to work properly—WinG and Indeo Video for Windows.

- When the installation is done, the program returns you to Windows.

Note that even the **Full** installation does not copy the multimedia files to your hard drive. These files take up so much space (and the access time you save by having them on your hard drive is hardly noticeable) that very few of you will actually want them installed. If you do, however, wish to have these files on your hard disk, here's how.

- Copy all of the files from the CD-ROM directory **\civ2\video** into a sub-directory of the directory into which you installed the game. This sub-directory must also be named **video**. So, for example, if you used the default installation directory, the videos would go into **c:\mps\civ2\video**.

- Next, copy all the files from **\civ2\kings** the same way, into a sub-directory called **kings**.

PLAYING

Once the automated installation and set-up are complete, the game is ready to play. To start:

- If you want to see and hear the uninstalled video and multimedia portions of the game, make sure that the *Civilization II* CD-ROM is in its drive. (Note that, if you did not install the **Recommended** files, there will be no sound effects regardless of whether the CD is in the drive. There will be some music.)

- If it is not already running, start Windows.

- Now simply double-click on the *Civilization II* icon (or click *Civ2* on the Windows 95 Start Menu) to start the game.

FEATURES UPDATE: CHANGES TO THE CHEAT MENU

Remember, the CHEAT menu comes with no guarantees—use it at your own risk and don't blame Customer Service if they can't help when it causes problems.

Though it has other uses, the CHEAT menu is intended to supplement the map editing utility. Once you've created a world in which to play, you can use the CHEAT menu options to further customise the situation. You can create your own game *scenarios*—and save them for later play. In combination, the Map Editor and CHEAT menu can give you the same power as the "Mission Builder" included with many of the best flight simulations.

To this end, the DISCOVER ALL TECHNOLOGIES option described in the manual has been replaced with the more specific EDIT TECHNOLOGIES. (The shortcut key hasn't changed; it's still Ctrl Shift F6 .) This gives you complete control over the technological status of every civilization in the game, including yours. One by one, you can select then give or take away advances. Use the GIVE/TAKE ALL button to bestow every advance there is, except for Future Tech. Click on it again to ruthlessly strip them all away! Note, however, that some technologies (IRRIGATION, for one) are known by all civilizations at the dawn of time; you cannot take these away.

A TERRAIN button has been added to the CHANGE TERRAIN AT CURSOR option. This allows you to change the terrain type of the square at the current cursor location. Note that you cannot specify special resources for any terrain square; they just happen.

Four new options have been added to the CHEAT menu.

EDIT UNIT Ctrl Shift U

Use this to change the attributes of any unit at the current cursor location. The veteran status, movement points, hit points, home city, and fortification status are manipulable. If you're editing a Caravan or Freight unit, you can change the type of commodity it is carrying. You cannot, however, change a unit to another type.

EDIT CITY Ctrl Shift C

This option allows you to meddle with the status of any city on the map—as long as you position the cursor on it first. You can set the size (population) of the town, determine exactly how many shields are in the PRODUCTION BOX, make all the Wonders of the World in that burg suddenly disappear, or copy all of the improvements in some other city to this one. If the city is in disorder or celebrating a We Love the _____ Day, you can clear either state of affairs. Finally, you can make the city an *objective* of the scenario (the number in parentheses will change to '1') or remove it from the list of objectives ('0').

What good is an objective? Read about the **Scenario Parameters** option to find out.

EDIT KING [Ctrl] [Shift] [K]

No, this doesn't let you change what the rulers of other civilizations look like. You can, however, specify any ruler's treaty status with every other civilization, the most recent turn when two civilizations had contact, the ruler's current attitude toward other rulers, and any ruler's current reputation. In addition, you can clear a ruler's patience counter (making them very tolerant for a while), set or clear a research goal for any civilization, and determine how far each ruler has progressed toward the advance currently being researched. You can copy the technology of one civilization to another—quite a shortcut from doing it one advance at a time with the EDIT TECHNOLOGIES option. Finally, you can change the name and sex of every leader in the world.

SCENARIO PARAMETERS [Ctrl] [Shift] [P]

This is a catch-all that includes some powerful tools for setting up scenarios. Most of these options have little or no use during a game already in progress.

TECH PARADIGM affects how long it takes to research technological advances. The default is 10/10. By lowering the numerator, you decrease the time necessary to discover new advances; the fastest you can allow research to progress is 1/10. Conversely, increasing the numerator makes scientific progress slower.

TURN YEAR INCREMENT allows you to decide how much time passes with each game turn. If you leave this at zero, *Civilization II* uses the default increment, which changes with time as described in the manual. Any positive number sets a number of years to pass per turn; a negative number sets a number of months to pass per turn.

STARTING YEAR determines the year or month in which the scenario will begin (month if you've set the TURN YEAR INCREMENT to a number of months, year if you've set it to a number of years). Any positive number is AD, and any negative number is BC.

MAXIMUM TURNS allows you to set the length of the game in turns.

TOGGLE SCENARIO FLAG tells *Civilization II* whether or not you want to save this game setup as a scenario. Note that the CHEAT menu option SAVE AS SCENARIO automatically sets this toggle for you.

WIPE ALL GOODY BOXES removes all of the villages of minor tribes from the world, permanently.

RESTORE ALL GOODY BOXES recreates all of the minor tribe villages in the world, except for those which were originally on a terrain square that is now occupied by a city or unit.

REVEAL WHOLE MAP makes the scenario take place in a known world. The entire map, excluding enemy units but including their cities, will be visible from the beginning of the game.

Cover whole map makes the scenario take place in an unexplored world, the *Civilization* standard.

Set Scenario Name allows you to give your scenario a title.

Toggle Total War Flag silences the senate in all republics and democracies. Set this to '1' to force the assumption that there is a war going on at the outset of the scenario, and that the usual senatorial meddling in foreign affairs has been effectively stifled for the duration.

Edit Victory Conditions itself contains multiple options:

- The first, Toggle Use Objective Victory Flag, must be set to '1'; otherwise, the game ignores the rest of these settings. Essentially, the objective victory flag tells *Civilization II* to completely ignore the usual scoring conventions. Rather, all that counts is the taking of the pre-set objectives in the scenario. Using the Edit City option on the Cheat menu, you can make any city a scenario objective.

- Toggle Count Wonders as Objectives determines whether or not captured Wonders of the World also count toward the objective score.

- Next, you decide which civilization will be the protagonist; this is *not* the player's civilization. This setting only determines which civilization is used as the benchmark for the four final settings.

- These last four allow you to set conditions for the types of outcome possible in an objective scenario. For each, enter the number of objectives that the protagonist civilization must control (that is, have conquered or kept) at the end of the game in order to accomplish that level of victory or defeat. Other civilizations are automatically assigned the corresponding outcome. For example, if the Romans as protagonists achieve a Marginal Defeat, all other groups win a Marginal Victory.

Edit Special Rules also contains a few sub-options, each of which is fairly straightforward. You can prevent any civilization from *ever* changing its form of government, make it impossible to obtain advances by taking over enemy cities, and remove the spectre of pollution from the game. One caveat is necessary; you should *NEVER* use the last option—Special WWII-only AI. This was put in as an aid for the game designers and will almost certainly cause your scenario to crash.

Technical Assistance

If you experience difficulty with the game, you might need some help from us. As we receive many calls every day, we will be able to deal with your inquiry more efficiently (and more quickly) if you have the following information available when you call:

1. The correct name and version number of the game.
2. The type of the computer you are running it on.
3. The number of your version of DOS or Windows.
4. How much free Conventional, Extended (EMS), and Expanded (XMS) memory you have.
5. The exact error message reported (if any).
6. The version and make of your mouse driver.

It is also handy to be near your computer when you call.

Ring us on 01454 893900, Monday to Friday between 10:00 and 12:30 or 13:30 and 16:00 hours. Have a pen and paper handy when you call.

Fax us on 01454 894296.

Alternatively, you can write to Customer Services at the address shown in this document.

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Delphi-Internet

MicroProse Europe operates a complete forum for our users where patches, updates, demos and product information may be downloaded. This area may be found on UK Delphi.

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